## CLAIMS '

1. A software for generation of the computer code of at least one part of a computer application, in which the software generates the said computer code from a description of the said part of the computer application by distributing the said description between several code generators according to modifiable distribution rules, each code generator translating the part of the said description that it is provided with, in order to provide at least one part of the said computer code in a respective language.

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- 2. The software according to claim 1, splitting up the said description in the form of object classes, the software distributing the said object classes between the code generators according to the said distribution rules, each code generator translating the objects classes that it is provided with, into the said corresponding part of the said computer code.
- 3. The software according to claim 2, moreover splitting up the said description in the form of dependencies between the said object classes, and in the case of a dependency between two object classes each translated by a different code generator, the software makes the said dependency be handled by two adapters that each translate it into a computer code for interfacing the computer codes produced by the said code generators for the said two object classes.
  - 4. The software according to claim 3, in which each of the two adapters produce the said respective interfacing computer code for a respective object class among the said two object classes, each of the two adapters preferably inserting the respective interfacing computer code into the computer code produced by one of the said code generators for the said object class for which the adapter has produced the said interfacing computer code.
  - 5. The software according to claim 3 or 4, in which the said two adapters having to handle the dependency are chosen by the software following assignment rules associating, for the orientation of the dependency of the said two object classes, an adapter corresponding to each of the code generators translating the said two object classes, the said assignment rules being modifiable.
- 6. The software according to any one of the claims 1 to 5, generating the said computer code from the said description made in a language organized in object classes, in which the said language enables to define first classes giving access to technical or functional services to be provided by the hardware and software computer platform receiving the computer application, the said services being not definable by the said language, and the

other classes of the said language cannot have access to any one of the said services except through the said first classes.

- 7. The software according to the claim 6, distributing the said description between the code generators according to distribution rules associating at least some said first classes or said other classes of the said language with at least one of the said code generators, and in case the claim 6 depends on the claim 2, the software preferably splits up the said description into first classes or into other classes of the said language.
- 8. The software according to the claim 6 or 7 in that they depend on the claim 5, in which the software splits up the said description in the shape of dependencies between the said object classes from dependencies between the said first classes or other classes of the said language.
- 9. A software description language, notably of the type of an object-oriented language for computer application modeling, organized in classes enabling to define first classes giving access to technical and functional services to be provided by the hardware and software computer platform receiving the computer application, in which:
  - the said services cannot be defined by the said language, and
- the other classes cannot have access to any one of these technical or functional services except through the said first classes.
  - 10. Software enabling to graphically or textually build a computer application model, notably a model of computer application human-machine interface and to provide a description of the model in a language according to the claim 9.

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